Introduction

LEGO Island 2 is the sequel to the extremely popular LEGO Island. In LEGO Island 2 the player steps into the shoes of Pepper, the pizza delivery dude, as he embarks upon an exciting quest to thwart the Brickster's plans to deconstruct LEGO Island.

As Pepper explores LEGO Island in search of the building plans with which he can undo the Brickster's foul deeds, he must face the villain's army of cybernetic dopplegangers – the Bricksterbots! Luckily our hero is equipped with a skateboard capable of all kinds of stunts and tricks which send these dastardly droids flying.

During the course of the game Pepper will encounter many characters made popular by the first LEGO Island game, including The Infomaniac, Mama and Papa Brickolini, Laura and Nick Brick, Bill Ding and many more, all of whom will help the hero in various ways.

LEGO Island 2 can be described most simply as a 3D platform adventure game in a similar vein to Super Mario 64 and Banjo & Kazooie on the Nintendo 64. The gameplay will be geared towards fun and action, although there will also be occasional puzzles to keep the player's mind active too.

Target Platform

Although LEGO Island 2 will run acceptably on the level of equipment outlined below, it will take advantage of the capabilities of more advanced machines to deliver a faster, smoother, more detailed game experience.

OS:	Windows 95/98 with Direct X v5.0
Processor:	Pentium 200MHz
Video:	3D acceleration – Voodoo 1 with 4Mb total RAM (supported through DirectX).
RAM:	32Mb
Peripherals:	Four-button analogue or digital controller (supported through DirectX)
Audience:	Children aged between 7 to 12 years

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The Story So Far…

It started off as just another day on LEGO Island. Pepper had just made his daily trip to the jail, to drop off the Brickster's lunch. Pepper knows never to give the Brickster a jalapeno, red pepper, anchovy and double garlic pizza. A jalapeno pizza – fine. A red pepper pizza – okay. An anchovy pizza – that's acceptable. A double garlic pizza – if it's what he wants. But a pizza with all those ingredients together? No way – not after what happened last time!

However, unknown to Pepper, the cunning Brickster has been hoarding the toppings from all his pizzas. One by one he adds the toppings to his new pizza. Within seconds the Brickster has a super-powered pizza which he uses to melt the jail's lock. The Brickster's loose – again!

Brickster's first port of call is the Information Centre, home of the Infomaniac. He finds his old nemesis asleep with a big book on his lap. Sneaking in and gently picking up the book he finds that it's the fabled tome containing the building plans for everything on the LEGO Island.

The Brickster runs outside and turns to look at the Information Centre. The Brickster finds the plans for it in the book and then starts ripping them up, throwing the pieces to the wind. There's a blinding flash, a boom, bricks fly everywhere… the Information Centre is no more. Hey, this is better that the Debricker!! The Brickster runs around the Island, deconstructing as he goes. Can nobody stop him?!?!

~~Worlds~~

~~Most of the worlds below have been selected to highlight the LEGO ranges available in the 2000 sales catalog. The exception is the OGEL Island, which has is the home of your nemesis the Brickster.~~

~~The player will meet a 'boss' in all of the worlds.~~

~~1.LEGO Town – The starting place and the 'hub' of the game. The player will return here after each visit to another island to re-build parts of the island.~~

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~~2.Adventurers~~

~~3.Rock Raiders~~

~~4.Castle~~

~~5.OGEL Island – The home of the Brickster. This will be a small world that is a short run up to the final boss encounter with the Brickster himself.~~

Game Overview

LEGO Island 2 takes the player through multiple distinct 'game worlds' – or rather 'islands' – each based upon a different LEGO System theme. Each island is visited in turn, but before the player can progress to the next island they must find all the building plan pieces (BPPs) on the current island.

Note that the player is free to return to any previously-visited island whenever they want in order to unlock secrets or find missed bonuses.

The sequence of islands planned currently is…

~~6.~~1. **LEGO Town/City** – This is the 'original' LEGO Island, and acts as the starting place and 'hub' of the game; the player will return here after visiting the other islands to repair some of the Brickster's damage.

~~7.~~2. **Adventurers** – This will include the new dinosaur range scheduled for 2000.

~~8.~~3. **Rock Raiders**

~~9.~~4. **Castle** – This will be based on Castle 2000 range.

5. **OGEL Island** – A unique island that is home to the Brickster.

Each island will culminate in an encounter with the Brickster himself, in a manner akin to a traditional 'boss' encounter. When the Brickster is defeated, he will somehow escape to the next island in search of more things to deconstruct and bricks to steal.

The final island – OGEL Island – is a floating island almost at the fringes of space. This has been built by the Brickster as his new home. This island will be much smaller than the others and will mainly facilitate the final encounter with the Brickster.

Multiple Endings

After defeating the Brickster on OGEL Island the game will end in one of two ways depending on whether the player has found all of the building plan pieces for the secret OGEL Island shield. There's one of these special BPPs hidden in a hard-to-reach location on each island.

If the player hasn't found all these BPPs then this final confrontation will end with the Brickster escaping, never to return again. However, before he escapes he'll set off a device causing OGEL Island to crumble and collapse. The player must escape the rapidly-deconstructing island to complete the game.

However, if the player has been skillful enough to find all these BPPs then the Brickster won't be able to escape OGEL Island and will have to escape the crumbling island too. Naturally, he won't be as skilled as the player and will be caught under the tumbling bricks, allowing Laura and Nick Brick to catch him and send him back to jail.

~~Lives~~

~~Player effectively has one 'life' – if they lose all their energy, they're transported back to the hospital on LEGO Island and have to start from there. Fall apart and get rebuilt?~~

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Games Tasks

There are many basic tasks that the player can perform in the game that will provide a rich and exciting gameplay experience. Below is a list of the main features, more details on which can be found later in the document.

1. Basic run, jump and defending yourself.
2. Exploration/finding secrets.
3. Collecting BPPs for large objects, e.g. Town Hall. Typically split into many parts, e.g. 10.
4. Collecting mini-BPPs to build small objects, e.g. ladder. Typically split into 1, 2 or 3 parts.
5. Driving vehicles.
6. Racing, e.g. racing on LEGO Island against Rhoda & Studs.
7. Completing tasks and errands for people, e.g. delivering parcels for Ed Mail.

~~1.~~8. Simple but fun mini-games

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Collecting Items

There will be many things for the player to collect as they explore the islands. Once found Pepper simply has to walk into the item in order to pick it up. Each pick-up will be surround with a suitably sparkly effect to make the pick-up stand out from the background scenery. Below is a summary of the collectable items; unless specified all collectable items exist once in the world, i.e. once collected they are gone:

Building Plan Pieces (*BPPs*)

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These are the most important items to collect as they ultimately allow the player to build items in the world to complete tasks and to gain access to other islands. The BPPs are seen on-screen as a spinning piece of paper. The pieces that make up larger plans are shown as torn pieces, while smaller ones are shown as complete plans. Different colours will be used to emphasise the difference in importance between the two BPP types, e.g. silver & gold.

Once collected the screen will switch to show the Book Of Building with the new BPP safely stored in place. At any time the player can review the BPPs collected by accessing the Book Of Building from the Inventory.

Forcefield Booster

Seen on the screen as a mini spinning backpack. Collecting this will increase the potential of the shield by one unit. These are rare – probably only two per world.

Bricks

Bricks can be found around the world and are required to build items. They will be seen as spinning bricks of a variety of colours. The player must collect these along with the building plans in order for *Bill Ding* to do his job.

Donuts

Donuts are collected and exchanged with Laura and Nick Brick to gain directions and advice. They can only be redeemed at fixed points in the game. These are rarely found, as it only requires one donut to call Nick or Laura.

Skateboard Power-Ups

The skateboard power-up is shown on-screen as a spinning skateboard that represents the particular power-up. Collecting it will give the power-up, pressing the "Kick" control activate it for a specific time.

NOTE: Skateboard power-ups re-appear after the power-up in use has expired.

- **Surfboard** – The surfboard allows Pepper to sail over expanses of water without sinking. Controlling the board is similar to the regular skateboard but with less friction so it travels further. The 'Kick' key becomes more like an accelerator key.

  Design Note: To make life easier the pick-up will be placed over water so that Pepper will be on the water after collection, e.g. Pepper may have to leap off a platform and grab the board on the way down. If the player attempts to leave the water the surfboard returns to the default skateboard state, ready for travelling on land.

  Introduced on Adventurers Island.

- **Hoverboard** – The board turns into a futuristic hoverboard, akin to the one in the movie 'Back To The Future 2'. The board travels just above the floor on a cushion of anit-gravity. This helps Pepper cross gaps or lava flows that he normally wouldn't be able to. If Pepper encounters, say, a gap, he would travel towards and over the gap but maintain his height for the first couple of seconds before gravity sets in. The actual control method would be almost identical to the surfboard with the exception that there is even less friction making changes in direction tricky.

  Design note: Board can't travel over water.

  Introduced on Rock Raiders Island.

- **Rocketboard** – This board is a little different to the other ones. Upon collection rockets appear on the back of the board and the board hovers, unmoving in a state of readiness. During this time the player uses the directional controls to set the direction of travel, then the 'Kick' button activates the boosters and Pepper travels in that direction only. The boosters activate for a short period after which control returns to the player so that can influence the direction of travel during the 'drift' period, much like a glider.

  Introduced on Castle Island.

Building Things

Bill Ding will build all of the items in the world. As they explore, the player will find a building plate on the floor to indicate where it is possible to build something. As the player approached the plate *Bill*

Ding will appear and the player can interact with him to instigate the building. *Bill* will not build unless the player has the right amount of bricks and all the required building plan pieces.

The building of the object will be a pre-scripted animation featuring *Bill* and his crew doing their job at lightning fast rates.

Pepper's Magical Backpack

Pepper is protected throughout the game by his father's magical backpack. The backpack creates a forcefield around Pepper that absorbs any damage sustained.

Should the forcefield's power drop to zero then Pepper will be sucked inside the backpack and magically teleported out of harm's way. The scene cuts to show the backpack magically appearing on the ground in front of the Town Hall. There's a whisk of magic and Pepper re-appears, as if he emerged from within the backpack.

The backpack has a seemingly infinite space inside it – anything and everything will fit inside it. Pepper keeps his skateboard in there when it's not in use.

The backpack forcefield can be boosted by picking up some rare *Forcefield Booster* that effectively increase the potential of the forcefield. The forcefield can be replenished by playing Mama Brickolini's mini-game.

Player Control

The game will allow the player to use the keyboard and analogue controllers, each having a control method and camera that suits it. The first mode, absolute movement, is designed to be used with the keyboard. The second mode, camera relative, is tuned for use with an analogue joystick. The latter mode is commonly used in console platform games.

Here is a table that describes these control methods:

Keyboard	Absolute Movement (Keyboard)	Joystick	Camera Relative Control (Joystick)
Left Arrow	Rotate the PC anti-clockwise	Push left	Move the PC to the left of the screen
Right Arrow	Rotate the PC clockwise	Push right	Move the PC to the right of the screen
Up Arrow	Move the character in the direction they are facing	Push forward	Move the PC 'into' the screen (away from the player).
Down Arrow	Flip around through 180degrees.	Pull back	Move the PC 'out' of the screen (towards the player).
Right CTRL	Enter *Jump* state	Button A	Enter *Jump* state

Keyboard	Absolute Movement (Keyboard)	Joystick	Camera Relative Control (Joystick)
Right ALT	Enter *Attack* mode	Button B	Enter *Attack* mode
SPACE	Get on/off skateboard	Button C	Get on/off skateboard
Right SHIFT	Enter *Defend* state	Button D	Enter *Defend* state

Basic Character Mechanics

One of the unique features of this game is that Pepper has multiple modes of transport, the two main ones being the more traditional *on foot* method and the unique *skateboard* method. Pepper can change between the two modes at any time making for a unique gaming experience. In addition Pepper can use some of the vehicles he finds to get around, e.g. a police car in Town.

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'On Foot' Moves

- **Walk/Run** – Pepper will *Run* around the world by default enabling him to get from A to B in a timely manner, the downside is that he isn't quite so easily positioned. Pepper's *Walk* is used when high accuracy is required, such as moving up to the edge of a platform or avoiding a moving object.
- **Jump** – The *Jump* action allows Pepper to leap over gaps or onto small objects. If Pepper is moving quickly then the jump will take him further through the air. The actual height of the jump can also be controlled within a range to allow anything from tiny hops up to high jumps.
- **Swim** – The *Swim* action is limited to the surface of the water, i.e. Pepper can't swim underwater. If Pepper falls into the water from a height he will float to the surface. Pepper can then 'doggy paddle around the surface'. While in the water, he cannot use his skateboard or fire pizzas.
- **Fire Pizza** – Pepper can launch Pizzas when he has enough of them spare, much the same as throwing a frisbee. The Pizzas can be used to disable the Bricksterbots and also to activate things like switches.
- **Drive vehicle** – Pepper will be able to drive some of the vehicles in the worlds. There will also be cases where Pepper will have the opportunity to race against other characters in the game such as *Rhoda Hogg* in the Town area.

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'On Skateboard' Moves

- **Skate** – The skating works in a very 'real world' manner. Once Pepper hops onto the skateboard he is affected by his surrounding environment, e.g. the skateboard will drift down slopes. In order for Pepper to move forward, he must kick on the floor. Each kick increases the speed a little, allowing the player to control the rate of movement. As speed increases the accuracy of movement will go down in a similar way to the real world, i.e. the faster the movement, the longer it will take to stop and the larger the turning circle will be.

- **Brake** – The brakes slow the skateboard down as you would expect. The brake controls also have an extra function in that when it is pressed when the skateboard isn't moving, the 'board will turn 180º allowing for a quick get-away.
- **Skid Move** – If Pepper is on the skateboard and moving forwards along the ground then the player can perform a *Skid Move*. This is a 'ramming' attack that smashes bad guys or blocks in the way. As Pepper skids to a halt, smashing all in his path, the skateboard can't be turned. Also, if Pepper slams into any immovable objects – like a wall – he loses energy.
- **Jump** – The *Jump* action has an identical effect to the regular *on foot* version in the way that it works and is affected by the environment. Due to the higher speeds Pepper can travel further but the jump isn't as controllable.
- **Spin Move** – Pepper pulls of a full 360º spin sending any bad guys he hits flying. This move can only be performed in the air.
- **Triple-Spin Move** – Another form of spin attack that can only be performed in the air. Pepper pulls off a super 720º spin with his front wheels raised which, on landing, can smash through rock and can smash bad guys but is mainly used as the equivalent of a 'butt-slam' moves, i.e. to activate switches, smash blocks, etc.

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Help from LEGO Island Characters

Many of the characters from the original LEGO Island will make an appearance in LEGO Island 2. Some characters will perform functions and/or assist the player in their quest, while others will make a cameo 'guest' appearance.

There are six 'special' characters who will appear throughout the game and are 'summoned' by the player activating a button/switch. Once summoned they will appear on-screen and assist in their own special way. These characters are outlined below:

The Infomaniac

The Infomanic will appear on-screen at key points to give the player advice. This will mainly be within the tutorial area, but he will also appear elsewhere to offer help.

Bill Ding

Bill appears wherever something can be built and he'll check to see that the player has the correct building plan pieces and enough bricks to build the required object. If the player does, then Bill and his team will build the object before the player's eyes.

Mama Brickolini

When summoned (by pressing a button), Mama appears in the scene sitting at her piano and some coloured bricks appear for the player's use. She will play a sequence of notes that are highlighted on the bricks, and the player must repeat the sequence to win. The length of the sequence and the speed it plays at will increase during the game to provide a challenge. After the player has completed

three of these sequences the player will get a forcefield power top-up. Completing a full sequence will raise the base difficulty level for next time.

Papa Brickolini

When summoned (by pressing a button), Papa challenge Pepper to another game. He will throw some ingredients – mushroom, pepperoni, onions, etc - up into the air ready for Pepper to catch on the pizza base he's carrying. Pepper must only catch good ingredients like mushrooms, tomatoes, peppers, while avoiding 'bad' ingredients like nuts, bolts, etc. Once Pepper has collected enough to cover the pizza base he will get extra pizzas to fire (probably 20).

Nick Brick

Nick is a helpful chap and he'll give the player some clues about where things can be found within the islands. If the player is lucky he may even reveal the location of a secret! Each time Nick is asked for help it will cost the player a donut. The advice will be more along the lines of "*Have you found the building plan piece near the Police Station yet?*" as opposed to "*Go up the street, turn right, down the hill and take the second left*."

Laura Brick

Laura's role is to give the player some much needed advice that relates to puzzles or tasks on the island. As with Nick, this advice will cost the player a doughnut.

General Baddies

The Brickster has cunningly built some robots in his likeness to try and stop the player from stopping him. The so-called 'BricksterBots' sole purpose is to slow the player down. The player can dispatch them by using their range of skateboard skills. Alternatively, they can be stopped with a well-aimed pizza (it gums up their mechanical workings).

The only other things that will actively attempt to stop Pepper are dangerous wild animals such as scorpions, spiders, Rock Monsters, etc.

Non-Player Character Interaction

The player will be able to interact with many of the non-player characters (NPCs) they encounter. To instigate a conversation, the player simply approaches a character and presses the 'Action' button.

The interaction will take the form of a text description with occasional text choices for the response. The text window will be a rounded box that darkens the display beneath it, showing around three lines of text the full width of the display. If the text exceeds the amount that be comfortably displayed in the window, the player will be able to scroll through the text off-screen by pressing the 'Action' button.

When the player is given some responses to choose from, selection can be made by using the directional controls and pressing the 'Jump' key, e.g.

NPC: "Hi, can you find my missing dog?"

PC: -> "Yes, I'll do my best."

"I'm a little busy now, maybe later."

Note that all other controls are disabled during a conversation, including access to the inventory, e.g. a player can't jump during a conversation.

If a character has nothing to say then they will give a simple reply greeting and continue on their daily business.

Non-Player Character Behaviour

All the NPCs in the game have their own preset behaviors which are classed as: passive, interactive and reactive.

Passive

A passive NPC will simply wander around the world and neither help nor hinder the player. The player will not be able to interact with these NPCs.

Interactive

These generally behave like passive NPCs, but with the addition that the player can interact with them, i.e., stop and talk, exchange objects, etc.

Reactive

These generally behave like passive NPCs, but if the player wanders into their view they will react (typically attack). The NPC uses line-of-sight to accurately spot the player. The subsequent action of the NPC could be one of three things: ignore, runaway or attack the player.

Ignore

The NPC will continue doing whatever they are doing.

Attack

The NPC will pursue the player and attempt to attack him once in range.

Runaway

The NPC will try to avoid the player by running in the opposite direction. NPCs that support this feature will have a pre-defined 'hiding place' which they will attempt to reach as quickly as possible.

Main Menu

The *Main Menu* is the first screen the player sees when the game is loaded and allows the player to choose various options. This will include the following features:

1. **Start Game** – Starts a completely new game.
2. **Load Game** – Allows the player to continue from a previously saved game.
3. **Game Options** – Change game settings such as sound volume.
4. **Exit to Windows** – Finishes the game and returns the player to windows.

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On-Screen Information

Important information will be displayed over the top of the game display and will appear/disappear as needed to reduce the on-screen clutter, e.g. when the player collects a brick, the brick counter will move onto the display for around two seconds and then move off. Nothing is permanently displayed, although a summary of all the statistics can be found in the Inventory.

Inventory

The Inventory can be summoned at any time and keeps a record of the player's progress. It also doubles as a 'pause' mode. The collected items for this world are displayed over the game area along with some menu options. The various options are selected with the direction buttons and pressing the 'Action' key.

1. Return to Game
2. Book Of Building
3. View Totals
4. Game Options
5. Save Current Game
6. Abort Game

Return to Game

Instantly returns the player to the game.

Book Of Building

The Book Of Building allows the player to see how many BPPs and bricks they need to collect to build the buildings and objects in its pages. The multi-part building plans will be shown looking akin to a jigsaw with missing pieces.

When selected the book drops down on to screen and opens to its first page. The pages of the book can then be turned with the directional controls, while the 'Action' button returns to the main menu.

View Totals

This is essentially a statistics screen showing many items you have collected from each island and how many more there are to collect, e.g. 50 / 200 Bricks, 3 / 12 Building Plan Pieces, 2 / 6 donuts. Each 'page' of the view only shows information for one island. Pressing the direction buttons shows information for other islands, while pressing the 'Action' button returns to the previous screen.

This screen may also show other information such as the current 'delivery' item for Town and the current island.

Game Options

A 'catch-all' screen for technical game options, e.g. sound volume levels, display resolution, game controls, display detail level, etc. The regular direction buttons control the selection, while the 'Action' button makes the selection.

Abort Game

Aborts the game after confirmation and returns to the main game menu.

~~**Games Tasks**~~

~~6.Basic run, jump and defending yourself.~~

~~7.Collecting BPPs for large objects, e.g., Town Hall. Typically split into many parts, e.g., 10.~~

~~8.Collecting mini-BPPs to build small objects, e.g., Car. Typically split into 1, 2 or 3 parts.~~

~~9.Racing. E.g., race track in Town against Rhoda & Studs.~~

~~10.Tasks & Errands for people. E.g., delivering parcels for E-Mail.~~

~~11.Exploration/finding secrets~~

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~~**Swimming**~~

~~The player can only swim on the surface of the water. If the player falls into water from a height they will float to the surface. The player can then doggy paddle around the surface.~~

~~**Collecting Items**~~

~~The player will find things in the world that they can pick up by simply colliding with it. Each pick-up will be surround with a suitably sparkly effect to make the pickup stand out in the world.~~

~~**Building Plan Pieces**~~

~~Seen on screen as a spinning piece of paper, pre-rendered sprites. The pieces that make up a larger plan are shown as torn pieces, the smaller ones are complete plans. Different colours can be used to emphasise the difference between the 2 types. E.g., silver & gold.~~

~~Once collected they appear in the Book of Building found inside the Inventory.~~

Bricks

Bricks can be found around the world and are required to build items. The will be seen as spinning bricks of a variety of colours, pre-rendered sprites. The player must collect this along with the building plans in order for *Bill Ding* to do his job.

Donuts

Donuts are collected and exchanged with Laura & Nick brick to gain directions & advice. They can only be redeemed at fixed points in the game. These are rarely found, as it only requires 1 donut to call Nick or Laura.

Skateboard power-ups

The skateboard power-up is shown on screen as a spinning skateboard that represents the particular power-up, pre-rendered sprites. Collecting it will give the power-up, pressing the "Kick" control activate it for a specific time.

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- **Surfboard** – Allows player to sail over expanses of water. Must be placed over water so that the over water so that the player will be on the water after collection. If the player attempts to leave the water the surfboard returns to the default skateboard state ready for travel on land.

  Control is similar to the regular skateboard with less friction. The "Kick" key becomes an accelerate button.

  Introduced on Adventurers Island.

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- **Hoverboard** – Turns board into a futuristic hoverboard, akin to the one in Back To The Future 2. The Future 2. Allows the player to cross gaps in the landscape or lava without gravity being applied. Design note: Board can't travel over water.

  Control is similar to surfboard but with even less friction. The "Kick" key becomes an accelerate button.

  Introduced on Rock Raiders Island.

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- **Rocketboard** – Rockets appear on the back of the board and, once activated, accelerates the accelerates the skateboard to supersonic speeds. Upon collection the directional controls will set the direction of travel, the "Kick" button will activate the boosters and the player will travel in that direction only. The boosters activate for a short period after which control returns to the player so that can influence the direction of travel during the "drift" period; like a glider.

  Introduced on Castle Island.

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Inventory

The inventory includes information about how much of each collectable item you have along with the "Great Book of Building" that shows how much of each Building Plan you have.

Building things

Bill Ding will build all of the items in the world. The player will find a building plate on the floor to indicate where it is possible to build. *Bill Ding* will appear next to the building plate and the player can interact with him to instigate the building.

Bill will not build unless the player has the right amount of bricks and the necessary building plan pieces.

The building of the object will be a pre-scripted animation featuring *Bill* and his crew doing his job at lighting fast rates.

On screen information

Some information will be displayed over the top of the game display. This information will be displayed dynamically as the information changes to reduce the onscreen clutter.

Boss Encounters

The Brickster is the key component in each boss. He will appear in a contraption relevant to the theme of the current world and challenge you.

1. Town –
2. Adventurers – Flying zeppelin dropping bombs?
3. Rock Raiders –
4. Castle –
5. OGEL Island –

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Worlds: NPC Interaction

The player will encounter and have the opportunity to interact with some of the NPCs in the world. The interaction will take the form of a text description with occasional text choices for the response. The text window will be a rounded box that darkens the display beneath it.

The underlying display

Pressing the attack button when nearby will instigate the conversation if they have something to say. If they have nothing to say they will continue about their daily business.

E.g.,

NPC: "Hi, can you find my missing dog?"

PC: -> "Yes, I'll do my best."

"I'm a little busy now, maybe later."

Mini-games

The player will have the opportunity to play some very simple mini-games. There are various rewards for completing each of these mini-games.

There are a couple of special mini-games that are instigated by activating a button that depicts the associated NPC. The NPCs are key characters in the game.

Game descriptions to be added from another document.

Papa Brickolini – Jigsaw

Mama Brickolini – Simon

Matching pairs

~~Noughts & Crosses~~
~~Sliding block puzzles~~
~~Connecting pipes to make water flow~~
~~"Like light puzzle in old games"~~

LEGO Town

Training

Life in LEGO Town starts in the Skate Park, the game's training zone. The player can only start exploring Town proper once this zone has been completed.

The exit to the park is locked and the key is in the Pizzeria (which the Brickster has de-constructed). The only way the player can exit the park is by collecting the scattered BPPs for the Pizzeria and rebuilding it.

Each of the BPPs is rewarded after the completion of various training segment, each of which focusses on the gameplay areas below:

1. Running and jumping.
2. Basic skateboard moves (i.e. steering, jumping, flipping 180degrees)
3. Use of spin move.
4. Use of 720degree pile-driver move.
5. Use of slide attack.
6. Throwing pizzas

De~~-~~c~~-~~onstructed Buildings

On the player's travels they will notice that several LEGO Island buildings are missing, with only the building plates remaining to show where they once stood. Beside each building plate stands the building's distraught former occupants who will tell the player their story and ask them to recover the BPPs. The buildings will be built in sequence, as each one gives the player access to the next island where the pieces for the next building are hidden.

The player's ultimate objective is to build the shuttle (which, Thunderbirds-like, lies beneath the Infocenter) and so be transported to OGEL Island where they will confront the Brickster.

Pizzeria

Mama & Papa Brickolini are missing their beloved Pizzeria which holds contains the key to the skate park gates. This is built from BPPs found in the skate park.

Police Station

Captain D. Rom & Laura Brick are waiting for the player's help as the Brickster has not only deconstructed the Police Station, he's stolen the helicopter too! The Police Station BPPs are scattered around the town, it's up to the player to find them.

Once the player has found all the BPPs and rebuilt the Police Station, *Laura Brick* will take the player to Adventurers Island by helicopter so that they can continue their quest.

Res-Q Control Centre

Down by the sea-side the Res-Q Control Centre has been de-constructed too. The player will find all the BPPs scattered around the Adventurers island.

Upon restoring the Control Centre the Res-Q team will use their speed boat to take the player to Rock Raiders island.

Town Hall

The player will find all the BPPs needed to rebuild the Town Hall hidden away on Rock Raiders island. Hidden inside the Town Hall is a Time Machine, which whisks the player back in time to Castle Island.

Infocenter (shuttle)

The Infomaniac has a secret ~~weapon~~ vehicle hidden deep within the Infocenter but the Brickster has deconstructed it and taken the BPPs to Castle Island.

Helpful Buildings

Post Office

The postmaster *Ed Mail* instigates a chain of deliveries ~~will give you tasks to deliver packages to various places on~~ around the island. Completing each delivery will give the player a reward and something to take on to the next person.

1. Deliver ~~some~~ an unmarked box of donuts near the Police station. *Forces player to visit Police Station*. Reward is 6 donuts and something for the sunbathers on the beach.
2. ~~Take a package near the Res-Q centre. Ice-cream for s~~Two sun-bathers (Dorothy & Glen Funberg) are near the Res-Q centre. ~~that melts if not deliver quickly.~~Reward is a forcefield booster & some unwanted smelly fish.
3. ~~Take a package near the Town Hall. Bird seed in park?~~Feed a cat (wearing a hat) with the smelly fish. If the player approaches the cat without the fish it will run away into a hole in the wall. Feeding the cat enables the player to take the hat, which turns out to belong to the Infomaniac (his logo is on it).
4. Take ~~a~~ the hat ~~letter~~ to the Infomaniac, inside which is a ~~.~~BPP for the secret item.

Race Track & Garage

The perfect opportunity for the player to show off their driving skills~~.~~. *Rhoda Hogg & Studs Linkin* ~~stand~~ appear and~~in~~ wait for the player to challenge them to a race around the race track ~~but first you must build a car~~. The player must beat them in order to get a reward, which turns out to be a BPP for the Police Station. There is no reward from subsequent races.

Hospital

The hospital contains useful ~~health~~ forcefield pick-ups along with other pick-up items. *Dr Clickitt* and *Return & Enter* can be found here.

Supermarket

The Supermarket is a good place to pick-up some ~~donuts and other pick-ups~~bricks and other items, and maybe even a few rare donuts.

Town Boss

The first boss the player meets will be invoked when, having collected all the BPPs and sufficient bricks, they attempt to build the Police Station. As soon as the player asks Bill Ding to construct the Station the Brickster will appear and fly around the sky in the police helicopter, taunting the player.

Generally speaking, the helicopter's flightpath will keep him out of the reach of pizza attacks. Occasionally, however, the helicopter will hover up high, at which time the Brickster is deciding whether to lower or to swoop.

If the Brickster decides to swoop, he aims at the player's current position then charges. Physical contact with the helicopter causes damage to Pepper, so spin moves and the like are of no use here.

However, if the Brickster decided to lower (to taunt the player) the player has a few seconds to hit the helicopter with pizzas. Eventually there's a a pre-scripted cutscene showing the helicopter being disabled and the Brickster escaping. This leads directly into the Police Station being built.

Puzzles

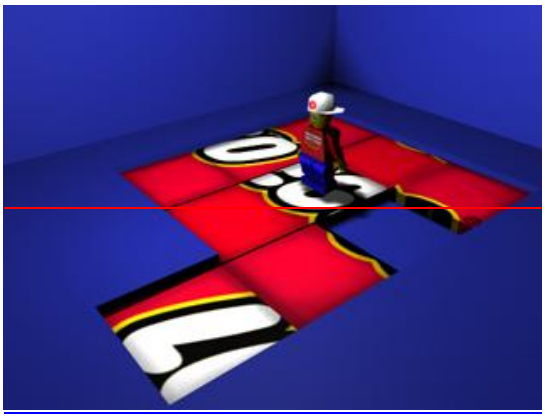
The game will feature a basic set of puzzles that can be adapted to each world. The rewards for successfully completing each game will vary depending on the setting of the game. Here are a few examples:

Pizza Puzzle

This is a very simple jigsaw-type game. A number of pizza slices are given to the player, and they have to be arranged on a pizza dish so that their edges match up. Once complete the player will be given a bonus or an object.

Sliding Tiles

This is based upon the traditional sliding tiles puzzle. On the floor there will be a square grid of tiles with one tile missing. The objective is to move the tiles so that they form a recognisable pattern or image. Tiles are moved by the player jumping on them; they then slide automatically into any adjacent empty space.



Matching Picture

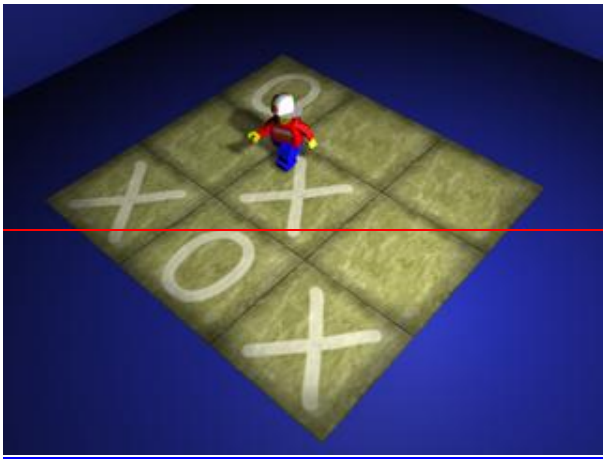
A number of images etched on tiles are shown to the player for a short while; the tiles are then turned over. The player has to run around, jumping on the tiles to reveal their images and then find their match, again by jumping down hard on a tile. Once the player has got a set number of pairs they will be given a bonus or similar.

Tic-Tac-Toe

The player takes it in turns with a computer-controlled opponent to get a straight line of either circles or crosses on an empty grid of squares.

Other Worlds

The other worlds within the game will be designed and implemented during the development schedule. This allows the game to adapt and take advantage of the experiences of the designers and other titles which may appear during this time.



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